Make a game where you catch things falling from the sky.
Catch Game
Cards

Use these cards in this order:

1. Go to the Top
2. Fall Down
3. Move the Catcher
4. Catch It!
5. Keep Score
6. Bonus Points
7. You Win!
Go to the Top

Start from a random spot at the top of the Stage.
Go to the Top
scratch.mit.edu

GET READY
Choose a backdrop, like Boardwalk.

Choose a sprite, like Apple.

ADD THIS CODE
Type 180 to go to the top of the stage.

TRY IT
Click the green flag to start.

TIP
y is the position on the Stage from top to bottom.

x = −240
y = 180
x = 240
y = −180
Fall Down

Make your sprite fall down.
**Fall Down**

GET READY

Click to select the Apple sprite.

ADD THIS CODE

Keep the previous code as is, and add this second stack of blocks:

Type a minus sign to fall down.

Check if near the bottom of the Stage.

Go back to the top of the Stage.

Insert the y position block into this block from the Operators category.

TRY IT

Click the green flag to start.

Click the stop sign to stop.

TIP

Use change y by to move up or down.
Move the Catcher

Press the arrow keys so that the catcher moves left and right.
Move the Catcher
scratch.mit.edu

GET READY

Choose a catcher, like Bowl.

Drag the bowl to the bottom of the Stage.

ADD THIS CODE

Choose the right arrow from the menu.

Choose the left arrow from the menu.

TRY IT

Click the green flag to start.

Press the arrow keys to move the catcher.
Catch It!

Catch the falling sprite.
Click to select the Apple.

Choose Bowl from the menu.

Choose a sound.

Click the Sounds tab if you want to add a different sound.

Then choose a sound from the Sounds Library.

Click the Code tab when you want to add more blocks.
Keep Score

Add a point each time you catch the falling sprite.
Keep Score
scratch.mit.edu

GET READY

Choose Variables.

Click the Make a Variable button.

Name this variable Score and then click OK.

ADD THIS CODE

Add two new blocks to your code:

Choose Score from the menu.

Add this block to reset the score.

Add this block to increase the score.

TRY IT

Click the green flag to start.
Then, catch apples to score points!
Bonus Points

Get extra points when you catch a golden sprite.
GET READY

To duplicate your sprite, right-click (Mac: control+click).

Choose **duplicate**.

Click the **Costumes** tab.

You can use the paint tools to make your bonus sprite look different.

ADD THIS CODE

Click the **Code** tab.

Type how many points you get for catching a bonus sprite.

TRY IT

Catch the bonus sprite to increase your score!
You Win!

When you score enough points, display a winning message!
GET READY

Use the Text tool to write a message, like “You Win!”

You can change the font color, size, and style.

Click the Paint icon to make a new sprite.

ADD THIS CODE

Click the Code tab.

Insert the Score block from the Variables category.

TRY IT

Click the green flag to start.

Play until you score enough points to win!